Using Group Powers, Set to Group, and Share with Group effectively

Since much of this has not worked properly in OpenSim before, I thought I'd give some brief information of how these features work.

Firstly, some of these powers cause various things in the viewer to be enabled/disabled. In OpenSim, a Group Power is effective even if you are do not have the right Group Tag activated. However, the viewer still is "thinking" in SL terms, so for several of the group powers to work as expected (especially in land options and when working with group deeded objects) you *must* activate the proper group tag.

Secondly, when you give someone a new group power, by adding a role or changing an existing one, it may not take effect immediately. There is a 30 second "cache" of group information within the region. So it
can take 30 seconds or more to become effective (usually only in the neighboring sims). Also, the viewer caches group information. If a user is logged in when their powers are changed, they must force a
refresh of the viewer information. Unfortunately, some bugs in the viewer prevent the group "refresh" button to be fully effective. To be sure that your group powers are effective in the viewer, activate the "None" group, then activate the appropriate group along with its proper tag. A re-log will also clear up any group power lags in the viewer.

Group Land
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Setting your land to a group

To set your land to a group, just stand on the land, go to World > About Land, and then click the Set button. Pick your group from the group list and then click Select. Doing this alone only serves some basic purposes. It allows group members to create objects on the land (if group-only building is enabled), and prevents objects with the group tag set from being sent back to inventory if autoreturn is enabled. It's also necessary if you want to limit land access only to members of your group.

Unless you actually deed your land to the group, only the following group abilities will be

available to group members, regardless of what your group roles say:

Parcel Powers > Always allow 'Create Objects' Object management > Deed objects to group Object management > Manipulate (move, copy, modify) group-owned objects

Deeding your land to a group

Everything possible on land that's set to a group is possible on deeded land, but deeded land enables many more role-specific group abilities to take effect as well. The following abilities are only available to group members on deeded land

When deeding land -- to see the change to the land, do about land on another parcel or region, then recheck the parcel.

Parcel Identity > Toggle 'Show in Find Places' and set category
*** OS & SL: This has no effect anymore -- to do this, you must set the following power instead.
Parcel Identity > Change parcel name, description, and 'Publish on the Web' settings
Parcel Identity > Set landing point and set teleport routing
Parcel Settings > Change music & media settings
Parcel Settings > Toggle 'Edit Terrain'
Parcel Settings > Toggle various About Land > Options settings
Parcel Powers > Always allow 'Edit Terrain'
Parcel Powers > Always allow 'Fly'
Parcel Powers > Always allow 'Create Landmark'
Parcel Powers > Allow 'Set Home to Here' on group land
Parcel Access > Manage parcel Access lists
Parcel Access > Manage parcel Ban lists
Parcel Access > Change parcel 'Sell passes…' settings
Parcel Content > Landscaping using Linden plants
**** OS: does not work, but neither does opensim honor sell passes for access
Parcel Access > Eject and freeze Residents on parcels

**** OS: does not work: eject and freeze does not function

All of these "Return" objects powers may not work as you might assume. The "Return" item on the "Pie" menu when right clicking on an object will not be enabled. Instead, what these powers do is enable the
"Objects/Return section of About Land". Avatars with the corresponding powers will be able to return things from there. This power does not work on an individual object basis (the pie menu). I've cross checked in SL, and it is the same there.

Parcel Content > Return non-group objects
Parcel Content > Return objects set to group
Parcel Content > Return objects owned by group (includes object's shared with group by using the Share with group checkbox in the object properties).

Should you deed your land?

If you simply want to let group members build on your land while preventing the general public from doing that then setting your land to the group and adjusting your About Land options is all you need to do. If you want group members to have more freedom, such as the ability to set your land as their "Home" location, then deeding is the way to go.

Setting/Sharing/Deeding Objects to Group
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Setting an object to Group.

There only thing this really does is to prevent parcel auto-return from returning your objects on group set or group owned land. On group owned land it also places your items in a "Set to Group" category to help them from being returned by a group member with return powers.

Sharing Objects with Group

If you "check" the Share With Group option in an object, ALL group members can move it, change it or delete it. This would include the "Everyone" role. Sharing an object with group is a very broad power to grant to an object. Within the "Contents" of the object, each item can be "Share with group" or not. If an item is shared, any group member can change that item. This is useful if you'd like anyone in the group, for example, to edit a configuration notecard for an object.

Deeding Objects to Group.

If you Deed an object to the group, you are transferring ownership to the group. The group now owns it, you do not. If you have no special group powers, you will loose all control of it. Only group members with the "Object management > Manipulate (move, copy, modify) group-owned objects" ability are able to do anything with the object. Similarly the contents of the object are changable by a group member with that group power. The Group Owner or Group Officers always have that power. Note that the permissions will take on the "Next Owner" perms when deeding an object to the group. It is just like a transfer to another user.

Media settings on Group Deeded Land

If you have an object that changes the Music URL or the Media URL, and you're using it on Group Deeded land, you *must* also deed the object to the group. Notecards in the object will be editable by those with
the "Object management > Manipulate" power.